

Erasmus at sea:
Bridge of the Erasmus

Score: 0
Moves: 1

The gale tears at you, biting deep within; and you know that if you don't make landfall soon you'll all be dead. You are John Blackthorne, Pilot-Major of a dead fleet: one ship left out of five, eight and twenty men out of one hundred and seven, and only ten of those can walk. No food, almost no water, and that brackish and foul.

Bridge of the Erasmus

This is the bridge of the Erasmus, a Dutch merchant and privateer. The unlashed wheel is directly forward of you, a sea chair is lashed to the deck aft of the wheel, and the ship's bell is hanging here. Spray blows past in an angry torrent.

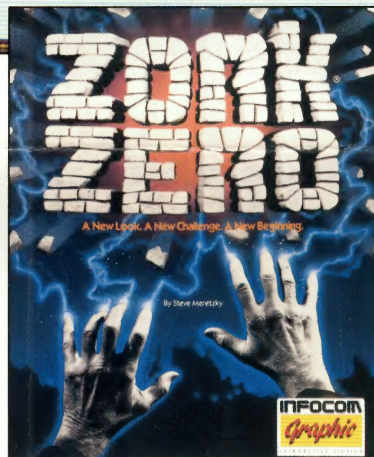
The wheel dominates the quarterdeck. It is turned straight and free to turn now.

The ship heels in a sudden squall, throwing you from your post at the wheel, which, uncontrolled, begins to turn to port.

>STRAIGHTEN THE WHEEL



INFOCOM'S NEW GRAPHICS WILL BLOW YOU OUT OF THE WATER...



(Top) The Great Underground Empire comes alive with spellbinding graphics.

(Center) Look for *Zork Zero* at a software retailer near you.

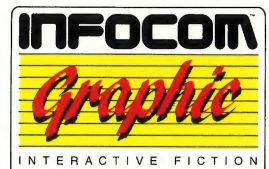
(Bottom) New visual puzzles will challenge you like never before.

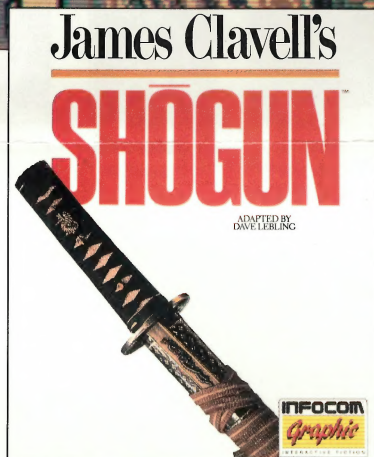


ZORK ZERO

The game that started it all has a new beginning! *Zork Zero* is the interactive fiction prequel to the *Zork Trilogy*, the most popular entertainment software product of all time. In *Zork Zero*, an unpredictable jester challenges you with puzzles, paradoxes and plenty of fun as you seek out objects ranging from the curious to the sublime.

- One million satisfied game players can't be wrong! Discover the origins of the Great Underground Empire in this new and exciting chapter of *Zork*.
- *Zork Zero* integrates graphics into the game play with visual puzzles, illustrated maps and a Zorkian encyclopedia.
- *Zork Zero* includes our most requested features: a friendlier parser for easier typed-in commands, on-screen hints, mapping, optional mouse interface and sound.
- *Zork Zero* is by Steve Meretzky, author of *Leather Goddesses of Phobos*, *The Hitchhiker's Guide to the Galaxy* and *Planetfall*.
- Your *Zork Zero* package includes the game disk, a secret spell, "Lives of the Twelve Flatheads" Calendar and an unusual blueprint.
- *Zork Zero* is available for most personal computers. See the order form on the reverse side for machines and prices.





(Top) Experience the drama and pageantry of 16th Century Japan in *Shogun*.

(Center) Infocom's *Shogun* captures all the power of the novel.

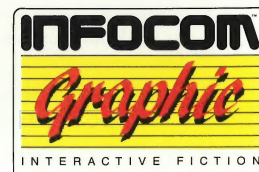
(Bottom) Rich text and vivid graphics weave a gripping story of honor, intrigue, and survival.



JAMES CLAVELL'S SHOGUN™

Now James Clavell's compelling saga of power and intrigue in 16th Century Japan comes to life in a riveting work of interactive fiction. You play the English sea-pilot John Blackthorne, a stranger who must learn to survive in the exotic world of feudal Japan. How you act, what you say and whom you befriend will determine your fate and the course of the game.

- *Shogun* is an adaptation of James Clavell's novel in which you actually become the hero. If you enjoyed the book or television miniseries, you will love the interactive version of *James Clavell's Shogun*.
- *Shogun's* breathtaking graphics are designed in the style of 16th Century Japanese painters. You have never seen computer screens like these.
- *Shogun* features on-screen hints and friendlier language interface.
- *James Clavell's Shogun* is a collaboration between two extremely popular authors: James Clavell, whose bestselling novels include *Noble House™* and *Tai Pan™*, and Dave Lebling, author of the *Zork Trilogy* and *Enchanter®*.
- Your *Shogun* package includes a game disk and Blackthorne's map of the known world.
- *James Clavell's Shogun* is available for most personal computers. See the order form on the reverse side for machines and prices.



Journey



For six long hours, we climbed steeply up the side of the Sunrise Mountain, and thus we came to the high tower of Astrix, the Wizard. No sooner had we arrived, then the tower's massive oak door opened.

"I have been following your progress with great interest," the Wizard said, stroking his stringy gray beard. "You are a very resourceful group, that is certain!"

His voice became dark and we seemed to wince from some unseen injury. "The question is: Have you mettle enough to make siege on the Evil One himself?" And then, smiling, the darkness fell from his voice, and he answered his own question, "We shall see, I suppose; we shall see."

Leading us to his hearth, he sat us in a semi-circle around the blazing fire and spoke. "There is a story I must tell, a story of the Seven Stones. Created in a time lost to living memory, these Stones contained the very strength and essence of our world. Of the Seven, Four were entrusted to the races of men who could use them best: Elves, Dwarves, Nymphs, and Wizards."

"These are the Four: the Elf Stone, green as the forests of old, and the Dwarf Stone, brown as the caverns of Forn a-klamen; the Nymph Stone, blue as the deep waters of M'nera, [MORE]

Back

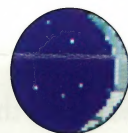
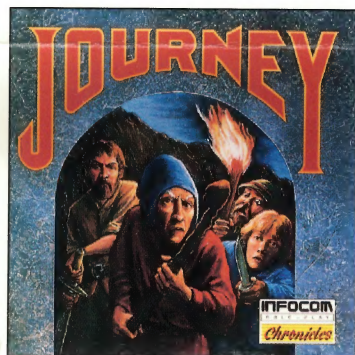
Game

The Party

Bergon	→
Praxix	→
Minar	→
Tag	→

Individual Commands

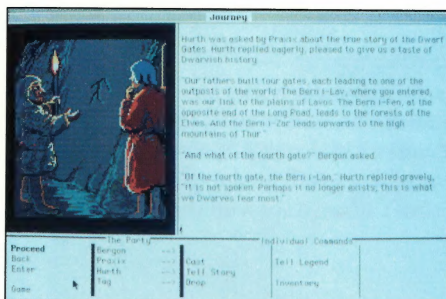
Cast	Tell Legend
Scout	
Drop	Inventory



JOURNEY™

Journey into a world of natural beauty and unnatural magic, a world of monsters and melee, an entirely new world of entertainment software. In *Journey*, you lead a party of four adventurers on a noble quest to save the countryside from evil. *Journey* combines Infocom's storytelling expertise with the essence of role playing games to create the truly new genre of "role-play chronicles."

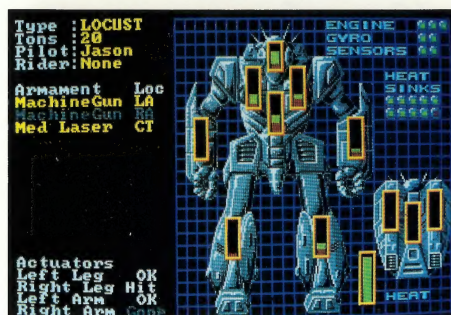
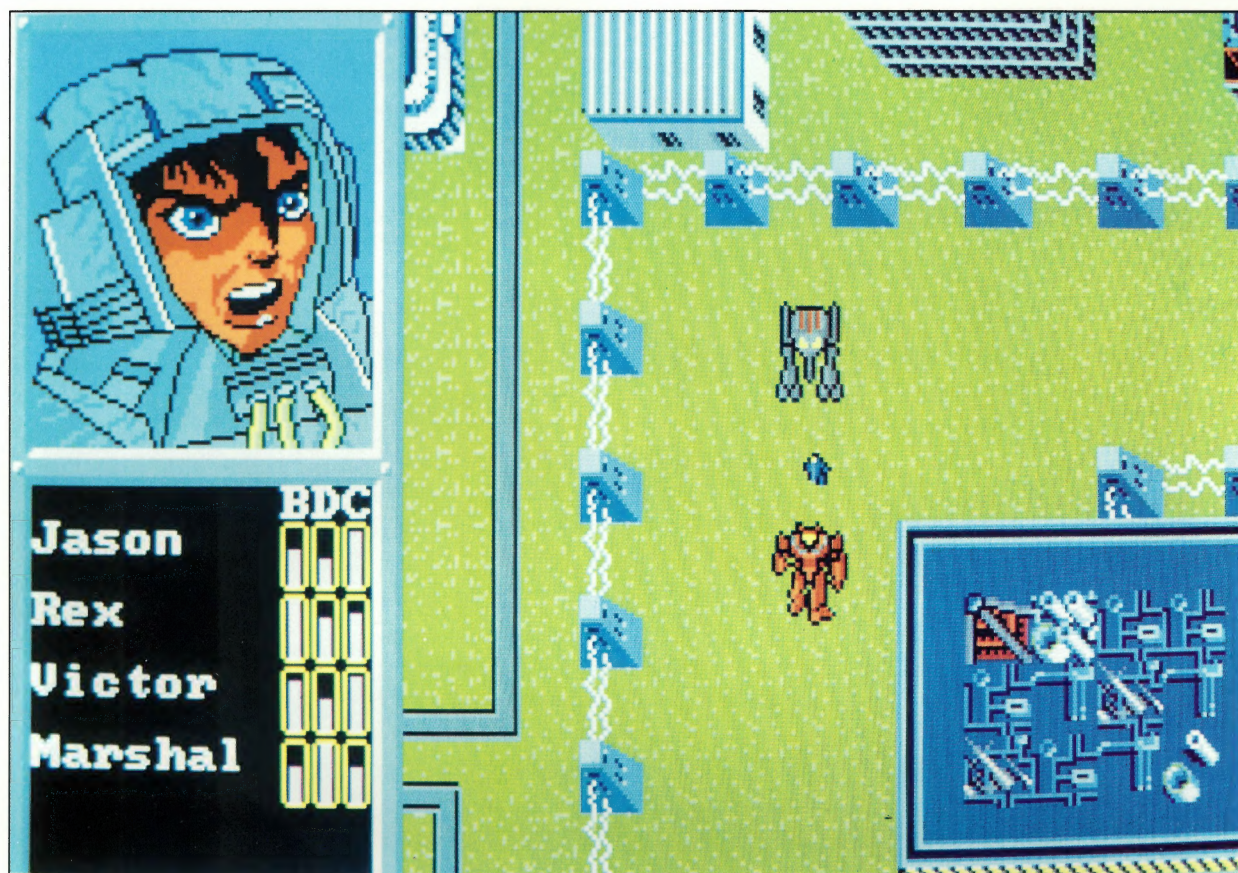
- *Journey* requires no typing and can be played entirely with a keyboard, a joystick, or a mouse.
- If you like RPG's, interactive fiction or fantasy stories, you'll love the saga of *Journey*.
- Over one hundred stunning graphics give you new vistas to explore at every stage of your quest.
- Favorite Infocom writer Marc Blank, author of *Zork*, *Deadline*® and *Enchanter*, has developed *Journey* and the new role-play chronicles.
- Your *Journey* package includes a game disk, a beautifully illustrated map and a quartz crystal secured in a velvet pouch.
- *Journey* is available for most personal computers. See the order form on the reverse side for machines and prices.



(Top) Magical creatures and wondrous wizards inhabit the world of *Journey*.

(Center) Ask for *Journey* at your favorite software retailer.

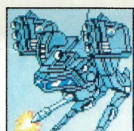
(Bottom) You must interpret what you find for your journey to be successful.



(Top) Animated outtakes let you zoom in on the action.

(Center) The package tells you that *BattleTech* means business.

(Bottom) Detailed scan helps keep track of damage sustained in combat.



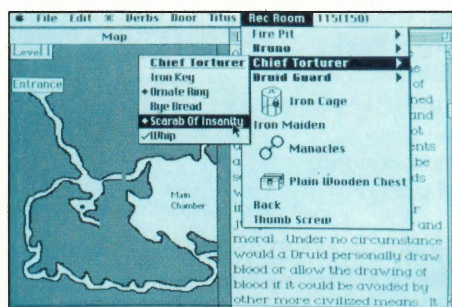
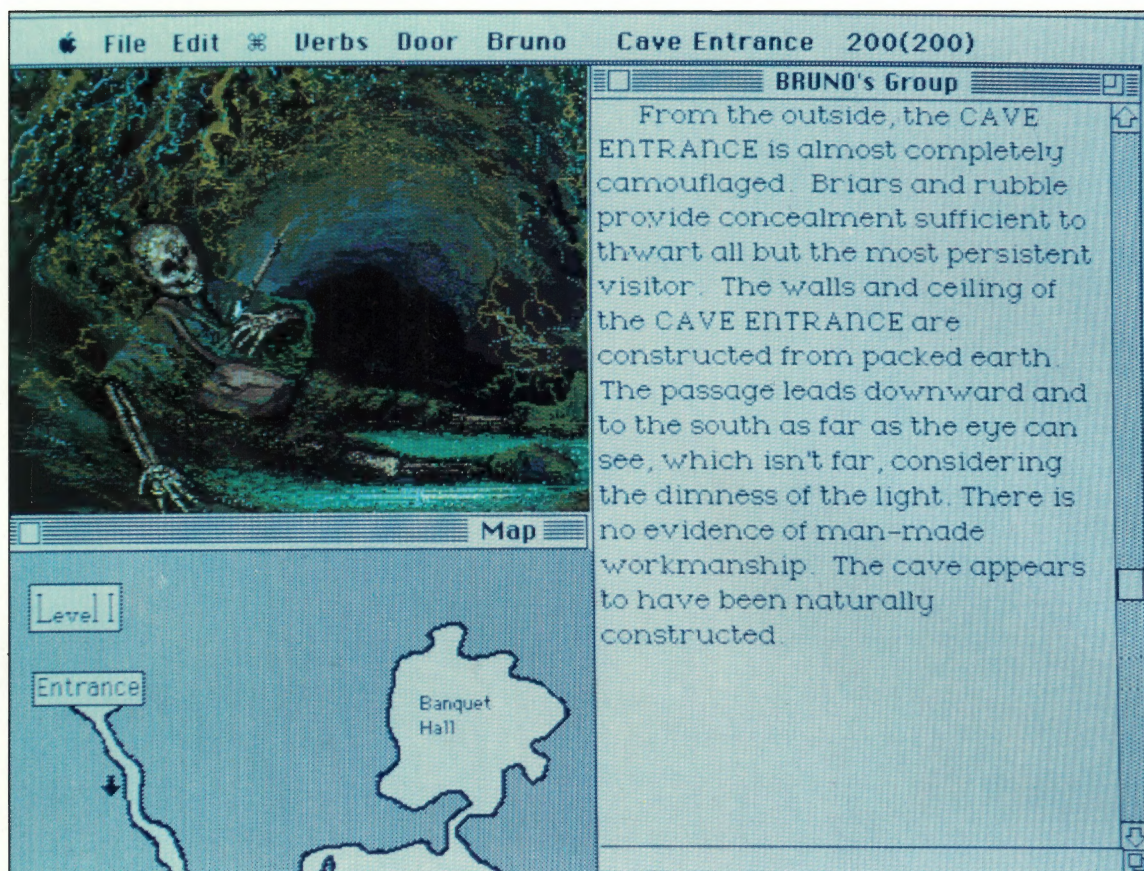
BattleTech®: The Crescent Hawk's Inception™

In the 31st Century, brutal wars are waged in giant machines, and human lives are cheaper than water.

In this action-packed RPG, you are Jason Youngblood, a warrior cadet who must fight to preserve his planet, his honor and his life.

- *BattleTech* is the first computer RPG set in the powerful BattleTech universe.
- *BattleTech* includes "The Arena," a gladiatorial module you can play again and again to hone your skills and accumulate supplies.
- *BattleTech* features the richness of plot and depth of detail that you have come to expect from Infocom games.
- You will see animated game sequences rendered in the distinctive style of Japanese "manga" comics.
- *BattleTech* features the largest RPG universe ever created, with over four million different locations on the computerized playing board.
- *BattleTech* features the most explosive warfare and complicated strategy of any computer RPG.
- *BattleTech* is a fully integrated part of FASA's BattleTech universe. It was developed with Westwood Associates, creators of *Phantasie™ III*, *Questron™ II* and *Summer Games®*.
- Your *BattleTech* package includes a game disk, an exciting full-color poster, and an official Weapon and 'Mech Recognition Guide.
- *BattleTech* is available for IBM PC and 100% compatibles, Apple II series, Commodore 64/128 and the Amiga. See the order form on the reverse side for specifications and prices.





(Top) Superb graphics, on-screen mapping, and a dramatic story create a realistic role playing experience.

(Center) Quarterstaff is the fantasy role playing game for true RPG players.

(Bottom) Quarterstaff is easy to play using logical, sophisticated menus.



QUARTERSTAFF™: THE TOMB OF SETMOTH™

Three months ago, the Tree Druid Colony vanished without a trace. A search party is sent to discover what fate befell these peaceful people, and to save any who may survive. In *Quarterstaff*, it is your mission to guide this ever-changing band of warriors through cavern and crypt in search of an unknown demon.

- *Quarterstaff* is the first computer role playing game to capture the mood and feel of pen-and-paper RPG's.
- *Quarterstaff* features the most realistic environment of any fantasy role playing game. Characters need to eat and sleep, objects have size and weight, and even monsters have motives.
- The Macintosh version of *Quarterstaff* features the ultimate in Macintosh interfaces, with hierarchical menus, realistic sound, context-sensitive hints and a dynamic map window.
- When *Quarterstaff* was developed by Scott Schmitz and Ken Updike, *Dragon Magazine*™ gave it a perfect rating. This new version is refined and enhanced with Infocom's distinctive brand of storytelling.
- Your *Quarterstaff* package includes the game disks, a dazzling poster, a mystical ritual parchment and a Druid coin. Macintosh version also has an extra color graphics disk.
- *Quarterstaff* is available for the Macintosh, Apple II GS, and IBM and 100% compatibles. See the order form on the reverse side for specifications and prices.



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Now you can enjoy Infocom's most popular games for a mere \$14.95*! *Zork® I*, *The Hitchhiker's Guide to the Galaxy*,™ *Planetfall*,® *Wishbringer*,® and *Leather Goddesses of Phobos*® have been re-packaged with everything you'll need to play—including on-screen hints! You can't afford to pass up this solid gold opportunity!

*Most systems—see order form



INFOCOMICS™

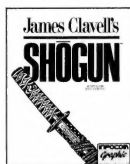
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* Requires CGA, EGA, VGA, MCGA or Tandy Graphics.

** Also supports color Mac II.

† Available Spring, 1989.

Requires EGA, VGA, MCGA or Tandy Graphics.

‡ Available February, 1989.

†† Requires Mac Plus, SE or II with 1 MB RAM.

Color requires MAC II with 2 MB RAM and 16 color video card.

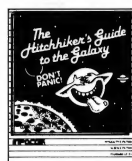
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- ☐ IBM PC and 100% compatible \$14.95
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☐ Solid Gold Zork I



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